

*STAR TREK*TM

ASCENDANCY

THE FINAL FRONTIER



npc mode



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NON-PLAYER CIVILIZATIONS

If you have fewer players than you'd like, you can add Non-Player Civilizations (NPCs) to your game. These NPCs act as additional players in the game. This is particularly useful if you only have two or three players as it gives more options than just beating up on each other. You can also play solo against two or three NPCs for an interesting challenge.

Each NPC comes with a set of Leader cards. These give the NPC a variety of personalities and priorities that they will assume during the game. There is also a Government Priority deck shared between all the NPCs. This randomizes their priorities to an extent, making them less predictable.

Either assign each NPC to a different player or manage the NPCs as a group. As this section is not suited for hard-core competitive games, players assigned an NPC should endeavor to play them as fairly as possible, rather than using them as a weapon against the other players.

EXTERMINATED PLAYERS

If there is an NPC in play when a player is Exterminated (they have no Colonies and no Ships), they can take over an NPC as their new Civilization. That NPC no longer uses the NPC rules and is completely under the player's control. If that Civilization achieves an Ascendancy or Domination Victory, the game ends as normal, and although they lost, the player gains the appropriate amount of credit for the Non-Player Civilization winning.

WHEN UNCERTAINTIES ARISE

In such a complex game as *Star Trek: Ascendancy*, there are going to be situations where the NPC rules result in multiple equally-good options for the NPC or leave things open to interpretation. When this happens, roll a die, picking option A on a roll of 1 to 3, or option B on a roll of 4 to 6.

COMPONENTS

Each Non-Player Civilization (NPC) has four or five Leader cards and all NPCs share a single 28-card Government Priority deck.

CAPTAIN KIRK
A captain of a ship, no matter his rank, must follow the book.

BUILDING PHASE

1. Colonize Planet far from any Rival
2. Production Node far from any Rival
3. Research Node far from any Rival
4. Specialist Fleet near Weakest Rival
5. Ascend
6. Culture Node far from any Rival

COMMAND PHASE

1. Government Priority
2. Trade Agreement if Good 3+, Fair 4+, Poor 5+
3. Revoke if Adjacent Fleet 5+, Weapons 3+
4. Shields if any Rival has better Weapons
5. Research Advancement on 3+
6. Government Priority
7. Hegemonize nearest Independent or Hostile Planet if 4+
8. Explore from Colony far from Earth until 6 Culture
9. Starbase near any Rival
10. Garrison Starbase near any Rival
11. Hegemonize nearest Independent or Hostile Planet if 4+
12. Study Phenomenon if 4+

BECOME WARLIKE

- Invasion or Space Battle
- Rival Ascending
- Hegemony Attempt

AMICABLE

Grant Passage on 4+

Captain Kirk's Leader card has its Amicable side showing. The bottom of the card describes when he would flip to his Warlike side. While he's in an Amicable mood, Kirk will grant peaceful rivals passage through Systems he orbits on a roll of 4+.

The Building Phase section describes his priorities in the Building Phase. In each Building Phase he will start by attempting to colonize a planet and proceed down the list to building Culture nodes. If he still has any resources left, he'll start at the top of the list again.

The Command Phase section works the same way. At the start of each Command Phase he will draw a Government Priority card and complete that. Then he will attempt to exchange Trade Agreements, and so on down to Studying a Phenomenon.

EXPLORE

Explore as per the Leader's card.

If no such entry, Explore from Home System.

GOVERNMENT PRIORITY

Government Priority cards inject random actions into the leader's priorities. If Captain Kirk drew the Explore card, he would send ships exploring from a Federation Colony far from Earth (as his Command Phase priority 8 says to do) before continuing with his usual priorities.

NPC DECISION MAKING

Non-Player Civilizations (NPCs) follow the normal rules for a player-run Civilization. The only difference is how they decide what to do.

LEADER CARDS

The key mechanism for NPC decision making is the Civilization's Leader cards. Each NPC has a selection of possible leaders, each with a different personality. Some leaders are careful and avoid conflict, while others are rash and aggressive.

The main function of a Leader card is to specify the current priorities for the NPC, guiding their decisions in the Build and Command Phases.

AMICABLE OR WARLIKE

Each Leader card has an Amicable side and a Warlike side. They always start on their Amicable side where they are mostly peaceable and seek to win through exploration and expansion. When provoked, they switch to their Warlike side. While Warlike, they will fight their attacker and attempt to defeat them.

If you find yourself under attack by an NPC, their Leader card lists a set of criteria under which they will become peaceful again. Meet the criteria and they will switch back to being Amicable. Failing that, you can hope that another rival attacks them, becoming the new focus of their ire.

CHANGE LEADERSHIP

Some of the Government Priority cards force a change of Leadership, shuffling the Leader cards and picking a new (or possibly the same) leader. The new Leader starts in an Amicable mood, forgiving past grievances.

PRIORITY LIST

Each Leader has a Priority List of Actions for their Building Phase and another for their Command Phase. They begin at the top of their Priority List at the start of each Phase and work their way down the list, attempting each Action in turn. When they get to the bottom of the list, they start at the top again, going through the list again and again until they run out of Resource or Command tokens.

NPC ACTIONS

A Leader's Priority List shows the Actions that they will take in the order that they will take them. Actions generally correspond to the things that a player could Build (see page 9) or the Commands that they could issue (see page 11). They differ in that they usually specify the place where the Action will take place and there will often be some criteria that guide the choice of target or acceptable level of risk.

GOVERNMENT PRIORITY CARDS

Leaders aren't always in total control of their Civilization's choices. Most Leaders will sometimes draw Government Priority cards to determine their next action.

This makes NPCs less predictable. Your neighbor, with whom you have been peacefully trading, may suddenly launch a surprise attack, while the one you're at war with may launch an exploration expedition. It may not make sense to you, but then you don't understand their internal politics.

MULTIPLE OPTIONS

Where several options are given separated by 'or', the NPC attempts to meet the first criteria, and only if they fail that do they go on to the next option.

As an example, Captain Sisko's next action is to Garrison a Starbase or a Colony near a rival. He first attempts to Garrison a Starbase near a rival. Only if all Starbases near a rival have been Garrisoned will he then attempt to Garrison a Colony near a rival.

ADVANCEMENT SPECIAL RULES

Some Advancements give the NPC Special Rules. The NPC will attempt to use these Special Rules at the earliest opportunity and as often as they can to the maximum practical extent.

The Klingon Advancement Cult of Kahless allows them to sacrifice Ships to score automatic hits. As an NPC, the Klingons will use their Cult of Kahless rule as much as they can once they have researched that Advancement. In every battle, they will sacrifice as many Ships as needed to Destroy all of their rival's Ships, but no more than that.

Some Advancements result in an NPC Colonizing a System and Building Resource Nodes. In this case, they build them in the order shown in their Building Phase Actions.

CHOOSING WHO TO TARGET

Actions describe the rival they target by the way their status compares to the NPC, such as being more wealthy or more cultured. This section defines these relationships.

As an example, Captain Kirk wants to build a Fleet near his Weakest rival - the one with the fewest Ships.

ADJACENT FLEET

A rival has an Adjacent Fleet if they have a Fleet in a System Adjacent to or in Orbit of one of the NPC's Colonies, unless that Fleet is in Orbit of one of that rival's own Colonies. Ignore Peaceful Ferengi Fleets.

ALLIED TO ATTACKER

A rival is Allied to the Attacker if they have Exchanged Trade Agreements with the NPC's Attacker.

ALLIED TO A HOSTILE

A rival is Allied to a Hostile if they have Exchanged Trade Agreements with any rival that is Hostile to the NPC.

ANY RIVAL

Any player or NPC is an acceptable target when an Action specifies Any rival.

ASCENDING

A rival is Ascending if they have 2 more Ascendancy tokens than the NPC has, or they have 4 Ascendancy tokens in total. NPCs never consider the Vulcans as Ascending.

ATTACKER

The player or other NPC that most recently met one of the Leader's conditions to Become Warlike is their Attacker.

BETTER WEAPONS

A rival has Better Weapons if their Weapon Level is higher than that of the NPC.

BETTER SHIELDS

A rival has Better Shields if their Shields Modifier is higher than that of the NPC.

CAPTURED A HOME SYSTEM

A rival has Captured a Home System if they Control another rival's Home System.

CULTURED RIVAL

A player or other NPC is Cultured if they have at least 2 Culture Nodes more than the NPC has. A rival is most Cultured if they have the highest (or equal highest) number of Culture Nodes of any player or other NPC.

HOSTILE RIVAL

A Hostile rival is one that currently has not Exchanged a Trade Agreement with the NPC. If the NPC has no Hostile rivals, treat this as any rival, except when initiating a Space Battle, Invading a Planet, or attempting Cultural Hegemony where the NPC skips the Action instead.

INDEPENDENT

A Pre-Warp or Warp Capable Civilization is Independent.

PEACEFUL RIVAL

A Peaceful rival is one that currently has Exchanged a Trade Agreement with the NPC. If the NPC has no Peaceful rivals, treat this as any rival.

POOR RIVAL

A player or other NPC is Poor if they have at least 3 Production Nodes fewer than the NPC has. A rival is Poorest if they have the lowest (or equal lowest) number of Production Nodes of any player or other NPC.

STRONGEST RIVAL

A player or other NPC is the Strongest rival if they have the most Ships, including those in Fleets. Add 2 Ships to their count for each level of Weapons and Shields they possess.

TECHNOLOGICAL RIVAL

A player or other NPC is Technological if they have at least 2 Research Nodes more than the NPC has. A rival is most Technological if they have the highest (or equal highest) number of Research Nodes of any player or other NPC.

WEAKEST RIVAL

A player or other NPC is Weakest if they have the fewest Ships, including those in Fleets. Add 2 Ships for each level of Weapons and Shields they possess.

WEALTHY RIVAL

A player or other NPC is Wealthy if they have at least 3 Production Nodes more than the NPC has. A rival is Wealthiest if they have the highest (or equal highest) number of Production Nodes of any player or other NPC.

CHOOSING WHERE

Actions usually specify where they are to occur in terms of near or far from a known System.

As an example, Captain Kirk's priority for Exploration is to explore from Colonies far from his Home System, Earth—he's always seeking far distant planets rather than creating a small tight cluster of colonies.

SYSTEMS

The Systems referenced by Actions are as follows.

HOME SYSTEM

Home System refers to the NPC's own Home System if referenced by name (such as Earth for the Federation Home System), or otherwise a rival's Home System. If an NPC no longer Controls their Home System, treat references to it as references to their Starbase closest to their Home System.

STARBASE

Starbase refers to whichever of the Starbases the NPC Controls that best meets the remaining criteria. If an NPC has no Starbases, then it refers to their Home System instead.

COLONY

Colony refers to whichever System the NPC controls that best meets the remaining criteria, including their Home System.

TARGET COLONY

A Colony might be specified using the same adjectives as a rival, such as most Cultured or Wealthiest. This refers to the NPC or rival's Colony that has the highest number of the appropriate type of Node.

BREEN TERRITORY

The Breen have significant advantages when inside Breen Territory (see the Civilizations booklet). When an Action specifies Breen Territory, the NPC will not consider Systems outside their own territory.

MIRROR UNIVERSE REFLECTION

The Terran Empire opens the way to the Mirror Universe. When an Action targets a System with a Mirror Universe Reflection, the NPC will not consider Systems that do not have a Mirror Universe Reflection.

DISTANCE

Actions usually reference a System in terms of the distance to the specified System, be it near or far.

NEAR

When the criteria is Near a System, pick the System that has the fewest Space Lanes between it and the referenced System.

FAR FROM

When the criteria is Far From a System, pick the System that has the most Space Lanes between it and the referenced System.

2 FROM

When the criteria is 2 From a System, pick the System that is separated from the referenced System by 2 Space Lanes. If there are no Systems at that distance, then skip this action.

TIES

In the case of a tie, where there is an equal number of Space Lanes, add up the length of the Space Lanes and choose the route with the lowest total. If the total length is tied, pick randomly amongst the best candidates.

ANDORIAN TOKENS

When determining the distance to a System that has an Andorian token, the Andorians count the System as 2 Systems closer when taking an Invade Planet or Space Battle action.

MIRROR UNIVERSE TRAVEL

The NPC will consider routes through the Mirror Universe if available. The Terrans count entering, traveling between, and leaving Mirror Universe Reflections each as 2 additional Systems when determining the nearest, furthest, etc. Other civilizations count entering, traveling between, and leaving Mirror Universe Reflections each as 4 additional Systems.

As an example, a Terran Fleet is targeting the nearest Hostile Planet. The nearest they can reach is 6 Systems away. As they have a Ship on a Mirror Universe Reflection and there is a Hostile Planet with a Mirror Universe Reflection, they will target that instead since, through the Mirror Universe, it is only 4 Systems away (counting 2 Systems for the travel between the Mirror universe Reflections and 2 more Systems to leave the Mirror Universe).

WORMHOLES AND TRANSWARP CONDUITS

Treat the Bajor-Ildran Wormhole and links between Transwarp Conduits and the Transwarp Hub or each other as being a Space Lane of length 1 when determining the nearest, furthest, etc.

HAZARDOUS SYSTEMS

When moving, an NPC will avoid ending their movement in a Hazardous System if they can do so without increasing the number of Turns they will take to reach their target.

EXPLORING THEIR ROUTE

If the best route passes through Unexplored Systems, the NPC will Explore the Unexplored System, then if able, continue with their current Action.

BLOCKED ROUTES

If the NPC will Move Ships to the target System, ignore routes that pass through Systems (or if the Terran Empire is in play, any Mirror Universe Reflections) occupied by rival Ships (whether Peaceful or Hostile) or that the NPC's Ships cannot travel through. If all routes to their target System become blocked after the NPC starts the Action, they abandon that Action.

NPCS STRENGTHEN FLEETS

Unless doing so would cause them to violate the rules for their Action, an NPC will always add Ships to a Fleet (or commission a Fleet) when they can as part of a Build Action or Move Command.

LEVELS OF RISK

Risky Actions are conditional on the level of risk involved. This is indicated by 'if' followed by a condition at the end of the Action.

If the risk increases beyond their acceptable risk level after the NPC starts the Action, they will abandon it and return to their Priority List.

HEGEMONY

Before taking a Hegemony action, calculate the score needed to succeed. The NPC will not take the Action if the score is worse than the specified value.

As an example, Captain Kirk will look for a Planetary System that he can Hegemonize on a roll of 4+ or better (3+, 2+, or even automatically). Until the Federation gets a high enough Ascendancy level, he will avoid the difficult task of Hegemonizing high-level Warp-Capable Civilizations.

SPACE BATTLES OR INVASIONS

When considering whether or not to fight a rival, an NPC will consider who has the advantage.

ADVANTAGED IN A SPACE BATTLE

An NPC is Advantaged in a Space Battle if they have more Ships than their opponent.

- Add 2 if the NPC has a Starbase in the Combat.
- Add 2 for each level of Weapons the NPC has.
- Add 2 for each level of Shields the NPC has.
- Add 1 for each useful Advancement the NPC has.
- Subtract 2 if the opponent has a Starbase in the Combat.
- Subtract 2 for each level of Weapons the opponent has.
- Subtract 2 for each level of Shields the opponent has.
- Subtract 1 for each useful Advancement the opponent has.
- Subtract 1 if the NPC has to enter or leave the Mirror Universe to Attack (unless Terran).

ADVANTAGED IN A PLANETARY INVASION

An NPC is Advantaged in a Planetary Invasion if they have more Ships than their opponent has Nodes.

- Add 2 for each level of Weapons the NPC has.
- Add 2 for each level of Shields the NPC has.
- Add 1 for each useful Advancement the NPC has.
- Subtract 2 if the opponent has a Starbase in the Combat.
- Subtract 2 for each level of Weapons the opponent has.
- Subtract 2 for each level of Shields the opponent has.
- Subtract 1 for each useful Advancement the opponent has.

USEFUL ADVANCEMENTS

An Advancement is useful in a Combat if it would give the NPC or opponent extra dice, rerolls, automatic successes, or some other benefit. Count Command Console special rules as Advancements for this purpose.

ADVANTAGE

Sometimes the requirement will be for the NPC to have a specific Advantage such as 3 Advantage. This means that they will only take the Action if they have an Advantage of at least the required level.

As an example, Commander Sela is considering initiating a Space Battle against the Dominion. Sela will have a War Fleet of 8 Ships against the Dominion's 9 Ships. Sela has Weapons 3+ (two levels) and Shields of 2, adding 8 Ships to her total for 16 Ships. The Dominion has Shields 3, adding 6 Ships for a total of 15 Ships. Sela has more Ships (accounting for her better Weapons and Shields), so has an Advantage of 1. As she is cautious, she wants an Advantage of 2 before she attacks, so skips that action.

DISADVANTAGED

An NPC is Disadvantaged if they are not Advantaged.

FIGHTING THE BORG

If their opponent is the Borg, the NPC will disregard their own Shields when determining the level of Advantage.

STUDY PHENOMENON

Before taking a Study Phenomenon action, calculate the Modified Hazard Level. The NPC will not take the Action if the score is worse than the specified value.

As an example, Captain Kirk is rather daring. He will send Ships to Study a Phenomena as long as the Modified Hazard Level is 4+ or better. If a Hazard would destroy the Ship on a roll of 3+, he wouldn't risk the crew.

RANDOM CHOICE

Actions like Research Advancement are only taken some of the time. This is indicated by 'on' followed by a number at the end of the Action.

In this case, roll a die and take the Action if the score matches the specified range, otherwise skip it.

As an example, when Captain Kirk's priority is to Research an Advancement, he will do so on a roll of 4+. On a lesser roll, he will skip that action and move on to a Government Priority.



GAME SETUP

SETTING UP NPCs

Treat each NPC as a normal player, with the assigned player setting them up once all the players have set up. NPCs should be evenly spaced around the edge of the game area. Always place NPCs between two players since NPCs tend not to interact with each other.

SHUFFLE DECKS

Shuffle the NPC's Leader deck and place it near their Command Console. Shuffle the Government Priority deck and place it face down in a place where all of the players managing NPCs can reach it.

PICK THE LEADER

Turn the top card of the Leader deck to show the Amicable side. This is the Leader of the Civilization at the start of the game.

SET UP CORE SYSTEMS

When creating their Core Systems, NPCs place their Systems from left to right as they draw them. When placing Resource Nodes on their Core Systems, NPCs place as many Culture Nodes as they can, then as many Research Nodes as they can, then as many Production Nodes as they can.

SET UP SHIPS

NPCs place one Ship in each System. If they have excess Ships, they place the remainder on their Home System. If they have insufficient Ships for all of their Systems, they do not place on their Home System.

VULCAN AGENDAS

If there is a Vulcan NPC, shuffle their Agenda deck and draw two Agenda cards, placing them both face up.

Each Recharge Phase and whenever the Vulcan NPC draws Change Leadership as the Government Priority, they shuffle the left-most Agenda card back into their Agenda deck and draw a new Agenda card and place it face-up as the right-most card.

CHECK VICTORY PHASE

Each Check Victory Phase, the Vulcan NPC will check whether either of their current Agenda cards have been completed. If either have been, they have won.

RECHARGE PHASE

Non-Player Civilizations generate Commands and Resources and refresh cards in the same way as a player Civilization.

VULCAN AGENDAS

If there is a Vulcan NPC, take their left-most Agenda card and shuffle it back into their Agenda deck. Draw a new Agenda card and place it face-up as the right-most card.

CHANGE LEADERSHIP

The Vulcan NPC will also do this every time a Change Leadership card is drawn as the Government Priority.

BUILDING PHASE

In the Building Phase, after all of the players have completed their Building Phase, consult the Leader card to see their build priorities. Start from the top of the list at the beginning of each Building Phase and work your way down taking their Building Phase Actions. Repeat from the top of the list until the NPC cannot take any of the actions.

As an example, if Chancellor K'Mpec is the current leader of the Klingons and is Amicable, he will start by attempting to spend 5 Culture tokens to gain an Ascendancy token. Then, if he has at least 2 Production tokens and a Colony that has an Open or Production Site available, he will build a Production Node on the Site closest to Kronos. He will continue down the list until he attempts to build a Research Node. Then, K'Mpec starts again at the top of the list. He cannot buy a second Ascendancy token, so skips that and attempts to build another Production Node. He continues going down the list again and again until there is nothing more he can build.

BUILDING PHASE ACTIONS

The following sections describe how to resolve each Build Action that an NPC can take.

AGITATE STAR

If the NPC has a Research token and Occupies one or more non-Hazardous Systems that no rival Controls, they use their Stellar Agitator Starting Advancement to add a Hazard token to whichever of those Systems best matches the criteria specified. If multiple Systems meet the criteria, they will pick the one with the fewest Open or Culture Capacity Sites.

ASCEND

If the NPC has 5 or more Culture tokens (and hasn't bought an Ascendancy token yet this Round), they spend 5 Culture to gain 1 Ascendancy.

CHANGE AGENDA

If the NPC has not Changed Agenda this Building Phase, they take their left-most Agenda card and shuffle it back into their Agenda deck, then draw a new Agenda card and place it face-up as the right-most card. This results in both of their Agenda cards changing, one in the Recharge Phase and the other in the Building Phase.

COLONIZE PLANET

If the NPC has any Culture tokens and Occupies one or more Planetary Systems they can Colonize, they Colonize whichever of those Systems best matches the criteria specified. If multiple Systems meet the criteria, they will pick the one with the most Capacity Sites, preferring one with an Open Site first, then one with a Culture Site, then one with a Research Site.

Civilizations with other ways of Colonizing Planets will attempt to Colonize if they meet their own requirements, rather than the usual 1 Culture token and a Ship In Orbit.

LEAVE COLONY SHIP BEHIND

When Moving a Fleet away from a System suitable for Colonization in the Command Phase, if the Leader has a Colonize action in their Building Phase list, they will leave a Ship behind, ready to Colonize the System. Ships preparing to Colonize a System will not Move in response to other Command Phase actions.

CRYSTALLINE THOLIANS

Tholians cannot build Resource Nodes on Open or Culture Sites. If there are multiple options for the Tholians, they will pick the one with the fewest Open or Culture Capacity Sites, preferring those with the lowest Hazard Level.

CULTURE NODE

If the NPC has an empty Open or Culture Site on a Colony and at least 1 Production and 1 Culture token, they will build a Culture Node on a Colony that best meets the criteria specified.

FLEET

If the NPC has enough Production tokens and sufficient Ascendancy to build another Fleet, they take their next unused Fleet card (choosing in the order described below) and build as many Ships as they can to fill the Fleet. If they have single Ships in the System, the NPC will add them to the Fleet before building new Ships.

Place the Fleet on their Home System or at a Starbase, whichever best matches the location specified in the criteria.

If they do not have enough Production to build a Fleet or did not have an available Fleet, they attempt to build Ships to bring a Fleet (in order of Fleets that best meet the criteria) up to full strength.

If they cannot reinforce an existing Fleet and have at least 3 Production, they build 3 Ships in the System where they haven't built any Ships this Build Phase and that best meets the criteria.

SPECIALIST FLEET

If building a Specialist Fleet, the NPC will build them in the order given in the Fleet Selection Order below.

As an example, if the Romulans have a Science Fleet and want to build a Specialist Fleet, they will build a Mining Fleet as it is the first Specialist Fleet card listed that they do not have in operation.

WAR FLEET

If building a War Fleet, the NPC will build them in the reverse order to that given in the Fleet Selection Order below.

As an example, if the Klingons have an Assault Fleet and want to build a War Fleet, they will use the Battle Group card as it is the last Specialist Fleet card listed that they do not already have in operation.

FLEET SELECTION ORDER

The order in which each Civilization forms its Specialist Fleets is as follows. War Fleets are formed in the reverse order.

Andorian Empire:

Reconnaissance Fleet, Strike Fleet, Command Fleet.

Breen Confederacy:

System Patrol, Science Fleet, Deep Strike Fleet.

Cardassian Union:

Overseer Fleet, Hunter Killer Fleet, Assault Fleet.

Dominion:

Strike Fleet, Domination Fleet, Battleship Fleet.

Ferengi Alliance:

Franchise Establishment Flotilla, Market Penetration Squadron, Commerce Enforcement Squadron.

Gorn Hegemony:

Raider Fleet, Hunter Fleet, Spawning Fleet.

Klingon Empire:

Marauders Fleet, Battle Group, Assault Fleet.

Romulan Star Empire:

Mining Fleet, Science Fleet, Battle Group.

Terran Empire:

Mirror Fleet, Vanguard Fleet, Ambush Fleet.

Tholian Assembly:

Worker Fleet, Warrior Fleet, Webspinner Fleet.

United Federation of Planets:

Colonization Fleet, Diplomatic Fleet, Science Fleet.

Vulcan High Command:

Consul Halitra, Science Halitra, Observation Halitra.

This is the order in which Fleets are shown in the Civilizations book.

LOWEST RESOURCE NODE

Determine the type of Resource Node that the NPC has the fewest of, has Sites capable of taking that type of Node, and the Resource tokens to Build a Node of that type. They build a Resource Node of that type on a Colony that best meets the criteria specified.

If they have equal fewest of two or more types of Resource Nodes, they will pick a Culture Node before a Research Node before a Production Node.

PRODUCTION NODE

If the NPC has an empty Open or Production Site on any of their Colonies and has at least 2 Production tokens, they will build a Production Node on a Colony that meets the criteria specified.

PURCHASE CULTURE

If the NPC has at least 5 Production tokens, they will buy up to the specified number of Culture tokens for 5 Production each.

RESEARCH NODE

If the NPC has an empty Open or Research Site on any of their Colonies and has at least 1 Production token and 1 Research token, they will build a Research Node on a Colony that best meets the criteria specified.



COMMAND PHASE

In the Command Phase, consult the Leader card to see their command priorities. Start from the top of the list at the beginning of each Command Phase and work your way down, taking their Command Phase Actions as their turn occurs. Then repeat again from the top of the list until the NPC runs out of Command tokens.

REPEATING ACTIONS

If an NPC cannot take any of the Actions on their Priority List or will repeat the last Action they took, they will use their Command tokens to generate a Production or Research token (starting with the type of Node they prefer to build in their Building Phase, then alternating between them). Then, in their next Turn, they will take the repeated Action.

As an example, if Captain Janeway is the current leader of the Federation and Warlike, the top of her list is Government Priority. She will draw a Government Priority card and attempt to complete it. Having done so, she will attempt to Research Weapons, but cannot because she doesn't have enough Research tokens. Janeway skips to the next item on her list and attempts to Garrison a Starbase or Colony near a rival. She can't do that either as they are already Garrisoned. She continues down the list until she reaches Research Shields, unable to do any of the Actions.

At this point, Janeway starts again at the top of the list, which is back to Government Priority. As this was the last Action she took, she exhausts a Command token to obtain a Production token instead.

Next turn, Janeway takes the Government Priority action and draws a card.

PERSISTENCE

Many Actions will require the NPC to issue multiple Commands over a number of turns to complete. Once they start an Action, they will keep working towards completing that Action in subsequent turns, unless they can no longer do so.

This inability might be because:

- They run out of Commands.
- They run out of required Resources.
- Their route is now blocked by rival Ships.
- The risk level has increased beyond the level they will accept.

In that case, they will abandon the Action.

COMMAND PHASE ACTIONS

The following sections describe how to resolve each Command Action that an NPC can take.

AGITATE STAR

The Tholian Worker Fleet can use its Stellar Agitator Starting Advantage in the Command Phase. Even if it does not have this option, setting a Ship up to use the Stellar Agitator in the Building Phase is also important.

If the NPC has a Worker Fleet and a Research token, they will use this Fleet for the action, otherwise, they will use any Ship or Fleet nearest to a suitable target System.

The target System will be the non-Hazardous Systems that no rival Controls with no rival Ships in Orbit that best meets the criteria. If there are multiple Systems to choose from, the one nearest a Fleet or Ship will be the target.

The NPC Moves the Ship or Fleet to the target System. If the NPC now has a Worker Fleet on the target System and a Research token, their next Command will be to use the Stellar Agitator to immediately make the System Hazardous. Otherwise, they end the Action.

If there are no suitable Systems or Ships available to Occupy available Systems, the NPC will skip this action.

LEAVE WORKERS IN PLACE

When moving Ships previously positioned using the Agitate Star action, the NPC will always leave one Ship behind if it is still Orbiting a non-Hazardous System that no rival Controls.

AMBASSADOR

The Vulcans (and their allies) benefit from having Ambassadors on Independent and Rival-Controlled Systems and sometimes their own Systems. This Action places their Ambassadors.

AMICABLE VULCANS

When Amicable, the NPC will place an Ambassador on a Peaceful or Independent System.

If the NPC has a Peaceful rival that doesn't have an Ambassador on one of their Systems or there is an Independent System that doesn't have an Ambassador, they will target that System for placing an Ambassador.

The NPC compares direct movement with using their Consul Fleet and uses the method that requires Issuing the fewest Commands.

With direct movement, the NPC uses their Vulcan High Command Starting Advancement to move an Ambassador from their Home System to the System they Control that is closest to the target System, then further Commands to hop the Ambassador one System at a time to the target System.

With a Consul Fleet, the NPC Moves the Fleet to the target System by the shortest route. If they need to pass through Systems Controlled by Peaceful rivals, they will ask permission to do so. If permission is denied, they will keep searching for the shortest route to a suitable target System until all routes have been denied them.

If there are multiple Systems to choose from, the NPC will pick the one that requires the fewest Commands to place the Ambassador.

If the NPC cannot place an Ambassador, they will skip this Action.

WARLIKE VULCANS

When Warlike, the NPC will place an Ambassador on their own Colony near the Attacker as a place to Build Ships and Fleets. They issue a Command using their Vulcan High Command Starting Advancement to do so.

CONSUL FLEET

If the NPC has a Consul Fleet with 4 or 5 Ships, they will leave 1 Ship in Orbit when they Move away from the target System unless there is already another Vulcan Ship in Orbit of a System Controlled by the same rival.

UNEMPLOYED AMBASSADORS

If the NPC has more than one Ambassador on a particular rival's Systems, they will check to see whether moving one of those Ambassadors to the target System using their Starting Advancement is quicker than moving one from their Home System. If so, they will move that Ambassador.

If the Vulcans have no Ambassadors on their Home System, but need one for their Consul Fleet to place, they will use their Starting Advancement to move an Ambassador from a rival with multiple Ambassadors back to their Home System.

RUNNING OUT OF AMBASSADORS

If all of the NPC's Ambassadors are on Independent Systems or different Rival-Controlled Systems, they will skip this Action.

ANDORIAN TOKEN

The Andorians place Andorian tokens on rival Systems to prepare them for espionage or attack.

To do so, they Move their Reconnaissance Fleet to the target System that best meets the criteria, or a System Adjacent to the target System if they can reach it using fewer Commands. When they reach that System, they will place an Andorian token on the target System.

Ignore Systems that already have Andorian tokens when determining the target. They will not choose a System that requires entering or passing through a rival-controlled System or one with rival Ships In Orbit.

As an example, Ambassador Shras's next action is to place an Andorian Token on the Hostile System Nearest Andor. The Klingons have just revoked their Trade Agreement, making their colony on Deneb V the closest Hostile System to Andor. However, it already has an Andorian token from before they exchanged Trade Agreements, so isn't a valid target. The next closest Hostile System is the Klingon colony on Capella.

Capella has Klingon Ships in Orbit, so the Reconnaissance Fleet Moves at Warp to Hupyria, adjacent to Capella. When it arrives, it places an Andorian token on Capella.

NO RECONNAISSANCE FLEET

The Andorians require a Reconnaissance Fleet to take this Action. If they don't have one, they will skip the Action.

RUNNING OUT OF TOKENS

If the Andorians run out of Andorian tokens, they will remove tokens from Systems that no longer meet the criteria for a target of the Action, starting with the System that least meets the criteria for the target.

If all Systems with an Andorian token meet the criteria, the Andorians will leave the tokens in place and skip this Action.

EXPLORE

If the NPC doesn't have the number of Resource Nodes of the types specified by the criteria or hasn't discovered the number of Phenomena specified, they will explore new systems.

To do so, they Move the nearest Ship or Fleet (if better suited to Exploration or Colonization) to:

- the Explored System suitable for Colonization nearest to or furthest from a System they Control near the specified place,
- if no Systems suitable for Colonization are available, the Unexplored System nearest to or furthest from a System they Control near the specified place, or
- if no Unexplored Systems are available, to a System that has capacity for more Space Lanes nearest to or furthest from a System they Control near the specified place.

If there are multiple Systems to choose from, they will pick the System closest to the place specified.

They will not choose a System that requires entering or passing through a rival-controlled System or one with rival Ships In Orbit.

If they are exploring from an already explored system, they Explore for a new System towards the center of the Game Area.

As an example, Chancellor K'Mpec's next action is to Explore from Kronos until 5 Culture and 5 Production. Since the Klingon Empire only has 3 Culture Nodes and 6 Production Nodes, the criteria isn't met and he starts exploring. There are two unexplored Systems available, so he picks the one closest to Kronos as his target and sends a Ship off to see what's there.

VULCAN OBSERVATION FLEET

If the Vulcan NPC has an Observation Fleet, they will use it for their Explore actions. When choosing between System discs, the NPC will choose a Planetary System if they have an Orbit Civilized System action before their next Study Phenomenon action. Otherwise, they will choose a Phenomenon.

If both are Planetary Systems, they will choose the System with the most Sites for their highest Priority Resource Node in their Building Phase Priority List. If there is a tie, they will use their next highest Priority, then the one with the most Sites.

If both are Phenomena, they will choose the one with the safest Hazard Level.

GARRISON

The NPC will attempt to Garrison their Home System or a Colony. A System has a Garrison if it has a Fleet or 3 or more Ships in Orbit. To do so, they Move the nearest Fleet (if available, otherwise a single Ship) that isn't already meeting a Garrison criteria to that System.

As an example, Chancellor K'Mpec's next action is to Garrison Kronos or a Colony near his Attacker, the Romulans. There is already a Fleet on Kronos, so K'Mpec moves on to the second option, a Colony near the Romulans. Since there is only one route between Kronos and Romulus that doesn't pass through a Federation System, K'Mpec only needs to Garrison that route. He moves a War Fleet to Excalbia, his Colony nearest the Romulans.

A System doesn't need a Garrison if all routes between it and the target rival either already have a Colony with a Garrison or pass through a System Controlled by a rival Hostile to the target rival. If there is already a Garrison in every Colony that meets the criteria, the NPC will skip this command.

As an example, the Romulan Admiral Jarok wants to Garrison a Starbase near his strongest rival. His strongest rival is the Klingons, but the Starbase nearest them is already Garrisoned. Since the routes between Kronos and all of his other Starbases pass through that Garrison or through the Federation, Jarok doesn't need to Garrison them, so skips the Action.

TERRAN GARRISONS

In Systems with a Mirror Universe Reflection, the Terran NPC will Garrison the System with a single Ship on the System and the rest of the Garrison on the Mirror Universe Reflection. If the Ship on the System is Attacked and Destroyed, their next Action will be a Space Battle against the Ships that Attacked it.

GOVERNMENT PRIORITY

When the next action on their list is Government Priority, the NPC draws the top Government Priority card and treats that as their next Action.

Actions on Government Priority cards must be attempted regardless of the risk involved unless there is absolutely no chance of success. So, a Study Phenomenon card requires that the NPC attempts to Study a Phenomenon, even if the only one available requires a roll of 1 to survive. Likewise, if the Government Priority is a Space Battle and the best option available is to attack an overwhelmingly powerful Fleet with a single Ship, the NPC is required to do so.

Once the Government Priority card's Action has been completed or cannot be completed, discard the card. These discarded Government Priority cards will be shuffled back into the deck when a Change Leadership card is drawn.

As an example, an Amicable Chairman Koval draws Space Battle. Although the Chairman isn't normally that aggressive, he immediately takes a Space Battle action, attempting to initiate a Space Battle against the nearest Hostile rival.

CHANGE LEADERSHIP

Change Leadership cards shuffle the Leader card deck and draw the top card as the new Leader. Flip the card to the Amicable side. Return the old Leader to the Leader card deck.

Shuffle the Government Priority discards, including the Change Leadership card, back into the Government Priority deck.

This is not a command, so the NPC then starts at the top of the new Leader's Priority List and attempts to complete that Action as their turn.

VULCAN AGENDAS

When the Vulcan NPC draws a Change Leadership card, take their left-most Agenda card and shuffle it back into their Agenda deck. Draw a new Agenda card and place it face-up as the right-most card.

ADVANCEMENT COMMANDS

Some Advancements add extra Commands that a player can Issue. The NPC will attempt to Issue these Commands immediately after Government Priority (or Ignore Government Priority) actions if they can do so.

IGNORE GOVERNMENT PRIORITY

When an NPC takes an Ignore Government Priority action, they draw a Government Priority card and, unless it is a Change Leadership card, discard it. If it is a Change Leadership card, they change Leaders as normal.

HEGEMONIZE PLANET

If the NPC has at least 2 Culture tokens (or fewer if their special rules allow them to attempt Cultural Hegemony with fewer), they will attempt Cultural Hegemony.

To do so, they Move the nearest Ship or Fleet (if better suited to Hegemonization) to the nearest of the target rival's Systems that they can Hegemonize with a roll no worse than the specified risk, then Attempt Cultural Hegemony on it.

If the NPC cannot reach any suitable System with the required risk level, they will skip this Action.

As an example, Captain Kirk's next action is to attempt to Hegemonize an Independent or Hostile Planet that he can do so on a roll of 4+. There is only one Independent Warp-Capable Civilization that his Ships can reach. It is well developed, so would require a 5 or 6 to succeed. This is more than the criteria of 4+, so he skips it.

He then looks for a Hostile Planet. The closest candidate is a Colony belonging to the Breen, and would be successful on a roll of 3 or more. This is better than 4+, so that becomes the target and his Diplomatic Fleet moves towards it.

VULCAN LOGICAL OBSERVERS

A Vulcan NPC cannot attempt Cultural Hegemony of a Rival-Controlled System if the rival has a lower Ascendancy level. In this case, they skip the Action.

HUNT

The Gorn need to Capture rival Ships to Colonize planets and develop Culture Nodes. To avoid starting wars, they only attack with single Ships, allowing them to blame the attacks on rogue elements.

To Hunt, the Gorn Move a Ship or Fleet to the nearest System where they can initiate a Space Battle against the target rival with the required Advantage (see page 7). The Gorn then move

a single Ship to the target System and Initiate a Space Battle. They will not use any other Ships in the attack.

If the NPC cannot initiate a Space Battle with a single Ship at the required risk level, they will skip this action.

DECOY TRAPS

If the Gorn have Researched the Decoy Traps advancement, they will use that for their Hunt action.

To do so, they Move a Ship or Fleet to the nearest System where they can use Decoy Traps to initiate a Space Battle against the target rival with the required Advantage (see page 7). The Gorn then use Decoy Traps to draw a single rival Ship into their System and Initiate a Space Battle.

The Gorn will only use the Decoy Traps advancement when taking a Hunt action.

If the Gorn do not have a Culture token to spend to use Decoy Traps, they will use the normal Hunt action instead.

NOT AN ACT OF WAR

When the Gorn use a Hunt action to attack a Peaceful rival, it does not cause either party to revoke their Trade Agreements and does not make them flip to Warlike.

INFILTRATE

The Dominion sends its Infiltrators to hostile systems. Once there, the Infiltrators assist your fleets and mess with the opposition's command of their fleets. This Action places their Infiltrators.

The Dominion issue a Command to place an Infiltrator on the System that best meets the target criteria. If there is already an Infiltrator on that System, they ignore that System and select the next best match.

If all Systems that match the criteria have Infiltrators, the NPC skips the Action.

RUNNING OUT OF INFILTRATORS

If there are no Infiltrators on The Great Link, The Dominion will remove Infiltrators from Systems that no longer meet the criteria for a target of the action, starting with the System that least meets the criteria for the target.

If all Systems with an Infiltrator meet the criteria, The Dominion will leave the Infiltrators in place and skip this Action.

INVADE PLANET

The NPC attempts to launch a Planetary Invasion.

To do so, they Move a Ship or Fleet to the nearest of the target rival's Systems where they can launch a Planetary Invasion with the required Advantage (see page 7), then launch that Planetary Invasion.

If the NPC cannot reach any suitable System with the required risk level, they will skip this action.

As an example, Chancellor Gowron's next action is to Invade the Planet of the player that attacked them, but he will only do that if not Disadvantaged. His biggest War Fleet has a +2 Advantage against their nearest planet and can get there without a space battle, so the War Fleet sets out to invade that system.

GORN SEED YOUNGLINGS

When the Gorn successfully Invade a Planet, they either spend Culture to turn Resource Nodes into Culture Nodes or Destroy Nodes and gain Culture.

The Gorn NPC will turn as many Resource Nodes into Culture Nodes as they have Culture to do so. They then Destroy a Resource Node for an extra Culture and, if there are any remaining Resource Nodes, they use that Culture to turn a Node into a Culture Node, repeating this until they run out of Resource Nodes.

VULCAN AMBASSADORS

If the System being Invaded has an NPC Vulcan Ambassador and the Vulcans have the Vulcan High Command advancement, the Ambassador will always add their die to whichever rival they have Exchanged Trade Agreements with. If both or neither rivals hold Vulcan Trade Agreements, the Ambassador will not interfere in the Invasion.

VULCAN LOGICAL OBSERVERS

A Vulcan NPC cannot launch a Planetary Invasion of a Rival-Controlled System if the rival has a lower Ascendancy level. In this case, they skip the Action.

MOVE ALLIED SHIPS

The Vulcans can use their own Commands to Move the Ships of a Peaceful rival. This makes their Trade Agreements particularly valuable as they can be excellent allies.

To do so, players that have Exchanged Trade Agreements with the Vulcans propose to have the NPC Move their Ships for them. The NPC ranks them from Good to Poor (see Trade Agreement on page 19) and starting with the best offer, rolls to see if they will accept them.

If the score is at least the required level (as appropriate depending on whether the exchanged Trade Agreements are rated as Good, Fair, or Poor), the player can issue a Move at Impulse or Move at Warp command to their own or a Vulcan Ship or Fleet Exhausting the NPC's Commands instead of their own.

If they cannot or do not accept any offers, they skip this Action and immediately move on to the next Action on their list.

ORBIT CIVILIZED SYSTEMS

Several Vulcan Agendas require having their Ships in Orbit of Independent Systems or ones Controlled by their rivals. This increases the number of such Systems they are Orbiting.

If the NPC has a Peaceful rival that doesn't have an Ambassador on one of their Systems or there is an Independent System that doesn't have an Ambassador, they will target that System if a Vulcan Ship or Fleet can reach that System without passing through a System that has Hostile Ships in Orbit.

They will move the closest Ship or Fleet to Orbit the target System.

If they have a choice of multiple such Systems, they will choose the one that uses the fewest Commands to reach.

If they need to pass through Systems Controlled by Peaceful rivals, they will ask permission to do so. If permission is denied, they will keep searching for the shortest route to a suitable target System until all routes have been denied them.

When moving Ships or Fleets from an Independent or Rival-Controlled System, the NPC will always leave one Ship on the System unless there is already a Ship in Orbit of one of that rival's Systems.

If the NPC cannot place a Ship in Orbit of a Civilized System, they will skip this Action.

CONSUL FLEET

If the NPC has a Consul Fleet with 4 or 5 Ships, they will use it for this Action. If they do so, when they reach the target System, they will place an Ambassador unless the System is Controlled by a rival that already has an Ambassador on one of their Systems.

ORBIT PRODUCTION NODES

The Cardassians cannot generate Production tokens from their Colonies unless there are Cardassian Ships in Orbit. For this Action, the NPC ensures that their Colonies with Production Nodes have Ships in Orbit.

To do so, Move the nearest Ship or Fleet to the Colony (but not Cardassia, the Home System) with the most Production Nodes that doesn't have a Ship in Orbit.

If the NPC has an Overseer Fleet and it is not in Orbit of their Wealthiest Colony (the one with the most Production Nodes), they will move their Overseer Fleet to that Colony as their highest priority.

When moving Ships or Fleets Orbiting a Colony with Production Nodes, the NPC will always leave one Ship (or the Overseer Fleet if present) behind. The only exception is that the NPC will move a Ship (or the Overseer Fleet) from one Colony with Production Nodes to another if the target System has more Production Nodes and no other Ship is available. In this case, they will move the Ship from the Colony with the fewest Production Nodes.

If all of the Colonies with Production Nodes have the NPC's Ships in Orbit, or all of the NPC's Ships are currently in orbit of Colonies with production Nodes, they will skip this Action.

ORBIT RIVAL SYSTEMS

Ferengi gain Production tokens from having their Ships in Orbit of Systems Controlled by their rivals. In this Action, they attempt to maximize the number of Systems they are Orbiting.

If the NPC has a Peaceful rival that Controls Systems that do not have a Ferengi Ship in Orbit and a Ferengi Ship or Fleet can reach that System without passing through a System that has Hostile Ships in Orbit, they will Move the closest Fleet or Ship to that System.

If they have a choice of multiple such Systems, they will choose the one that uses the fewest Commands to reach.

If they need to pass through Systems Controlled by Peaceful rivals, they will ask permission to do so. If permission is denied, they will keep searching for the shortest route to a suitable target System until all routes have been denied them.

If they cannot perform this Action because their rivals will not give them permission, but they could create a new route by Exploring towards a suitable target System, the NPC will do so.

If the NPC cannot place a Ship in Orbit of a Rival-Controlled System that doesn't have a Ferengi Ship in Orbit, they will skip this Action.

FRANCHISE ESTABLISHMENT FLOTILLA

If the NPC has a Franchise Establishment Flotilla and the Peaceful rival has multiple Systems without Ferengi Ships in Orbit, they will use this Fleet for the Action.

This Fleet will always use a Move at Warp command to reach the target System, leave a Ship in Orbit, and continue their Move towards the next closest Peaceful Rival-Controlled System that does not have a Ferengi Ship in Orbit, leaving a Ship there and continuing Moving towards the next System until the end of the Command.

MARKET PENETRATION CONVOY

If the NPC has a Market Penetration Convoy, they will use this for any Exploration toward a suitable target System.

COMMERCE ENFORCEMENT SQUADRON

If the NPC has a Commerce Enforcement Squadron and cannot Move to place a Ship in a Peaceful Rival-Controlled System that does not have a Ferengi Ship in Orbit, they will Move their Commerce Enforcement Squadron to the nearest Hostile Rival-Controlled System that does not have a Ferengi Ship in Orbit and then Disband the Fleet.

ALWAYS LEAVE A REPRESENTATIVE

When the NPC Moves a Specialist Fleet from a Rival-Controlled System that does not have any other Ferengi Ship in Orbit, it will *always* leave a Ship in Orbit, even if that means disbanding the Fleet and only Moving a single Ship. If doing so prevents them from completing their Action, they will still disband the Fleet and then skip to their next Action.

When the NPC is evaluating an Action, they will *never* consider Moving a Ship that is in Orbit of a Rival-Controlled System (or incorporating it into a Fleet that will Move) if that would mean that there would be no Ferengi Ships there.

RESEARCH ADVANCEMENT

The NPC rolls a die. If they roll at least the required score, they draw the top Advancement.

If they have enough Research tokens, they Research the Advancement and put it into play. Otherwise, shuffle the Advancement back into the Advancements deck and the NPC skips this Action and attempts the next Action.

STUDY PHENOMENON

The NPC attempts to Study a Phenomenon that has a Modified Hazard Level no worse than the specified risk.

To do so, Move the nearest Ship or Fleet to the nearest suitable Phenomenon.

Treat a Science Fleet, or other Fleet that allows a player to roll for Ships one-by-one or that otherwise has a greater chance of success, as increasing the Modified Hazard Level by 2 when deciding whether to Research a Phenomenon. The NPC will use this Fleet for this Action.

VULCANS STATION RESEARCH SHIPS

If there is only 1 Vulcan Ship in Orbit of a Phenomenon, the NPC will not Move it, leaving it there for future Study Phenomenon commands.

When Moving Vulcan Specialist Fleets away from a Phenomenon, the NPC will leave a Ship behind for future Study Phenomenon commands if it can do so without Disbanding the Fleet.

SHIELDS

If the NPC meets the criteria and has enough Research tokens, they Research their next level of Shields. Otherwise, the NPC skips this Action and attempts the next Action.

If the Leader is Warlike and their Attacker is the Borg, Research Weapons instead.

SPACE BATTLE

The NPC attempts to initiate a Space Battle.

To do so, they Move a Ship or Fleet to the nearest System where they can initiate a Space Battle against the target rival with the required Advantage (see page 7), then Initiate the Space Battle.

If a Fleet can add Ships to its strength as it Moves to the target System, it will do so, even if this increases the number of turns needed to reach the target System. When they initiate the Space Battle, the NPC will use all of their Ships in Systems adjacent to the target System to attack.

If the NPC cannot initiate a Space Battle at the required risk level, they will skip this action.

As an example, a Warlike Captain Janeway's next action is a Space Battle against the player who attacked the Federation if she has 2 or more advantage. She has two Fleets available: a War Fleet of 5 ships with an advantageous special rule, and a Colonization Fleet of 3 Ships. The Klingons (who attacked her) have just 2 Ships on Delta IV, giving the War Fleet an advantage of 4 Ships and the Colonization Fleet no advantage. However, the Klingons have better Weapons, reducing the advantage to 2. That's still enough, so Janeway sends the War Fleet to Delta IV to retaliate.

NPCS WON'T RETREAT

NPC Ships and Fleets will fight to the death in Space Battles and Planetary Invasions. They will not Retreat, unless they have no chance of scoring hits, in which case they will Retreat at the first opportunity.

ANDORIAN COMMAND FLEET

If an Andorian Fleet is Attacked or will Attack and they have a Command Fleet and a Command available, the Andorians will always Exhaust a Command to swap the Command Fleet for another (either replacing the Fleet in the battle with the Command Fleet, or the Command Fleet with the Strike Fleet) if it will increase their Advantage in the battle.

If at the start of a Combat Round, the Andorian Advantage would be increased by doing so, they will swap the Command Fleet for another.

STARBASE

If the NPC can Commission a Starbase (they have enough Ascendancy and still have Starbases available), they Commission a Starbase in the specified place.

VULCANS DON'T COMMISSION STARBASES

The Vulcans cannot commission Starbases. If they draw this Action as a Government Priority, they discard the card and draw another.

TAKE BAJOR TO SECURE VICTORY

If you are playing with the Gamma Quadrant rules (in the Optional Rules booklet), the Dominion must Control the Bajor half of the Bajor-Idran Wormhole to win.

If the Dominion NPC has all of the other requirements to win, but does not Control Bajor, it will take Space Battle actions until it has Occupied Bajor.

Once it has Occupied Bajor, the NPC will take Invade Planet actions if they have Advantage, otherwise Hegemonize Planet actions until they gain Control of Bajor or run out of Culture tokens.

If neither Invading the Planet at Advantage or Hegemonizing the Planet are possible, they will Move their Strongest Fleet to Bajor.

If they cease to Occupy Bajor, they will revert to Space Battle actions.

If at any point, the Dominion ceases to meet the other requirements to win, it stops taking this Action and moves on to the next action.

If you are not playing with the Gamma Quadrant rules, ignore this Action.



TRADE AGREEMENT

If the NPC still has a Trade Agreement to Exchange, they will take offers from the players they are eligible to exchange Trade Agreements with.

To do so, players propose an exchange stating which Trade Agreement they are offering and which one they want in return. The NPC ranks them from Good to Poor and starting with the best offer, rolls to see if they will accept them.

If the score is at least the required level (as appropriate depending on whether the exchange is rated as Good, Fair, or Poor), they issue the Command and accept the Exchange and stop looking at other offers.

If they cannot or do not accept any Exchanges, the NPC skips this Action and immediately moves on to the next Action on their list.

GOOD, FAIR, AND POOR EXCHANGES

The NPC deems an Exchange to be Good if the Trade Agreement being offered has more Resources than the one being asked for, Fair if they are equal in value, otherwise Poor.

A Culture token is always rated as better than anything else, a Research token is rated as the same value as 3 Production tokens, a Ferengi Trade Agreement is valued at 2 Production Tokens, and a Gorn Trade Agreement is valued at 1 Production token.

A Trade Agreement proposed by the NPC's Attacker is always rated one Production token worse than usual.

Rank the Exchanges from best to worst, with the NPC's Attacker ranked behind equivalent Exchanges offered by other rivals. Roll a die to determine the order of remaining Exchanges of equal merit.

As an example, a Warlike Chancellor K'Mpec will accept a good offer on a roll of 3+, but is disinclined to take anything less, only accepting a fair offer on 5+ or a poor offer on a roll of 6. He currently views the Federation as his Attacker, but they would like to get back to a peaceful coexistence. The Federation offers their 3 Production trade agreement for his 1 Production trade Agreement. Even as the Attacker, that's a good offer and he'll accept it on 3+.

NO TRADE BETWEEN NPCS

NPCs will not propose an exchange of Trade Agreements with other NPCs.



MOVING THROUGH PEACEFUL NPC SYSTEMS

An NPC will not attempt to move through a System with any rival Ships in Orbit, even if they are Peaceful.

When a Peaceful rival asks to enter or pass through a System where an NPC has Ships In Orbit, the NPC rolls a die. The score required to grant passage is the number after their Amicable or Warlike status.

Modify the required score as follows:

- Add +1 if the System is 2 Systems from the NPC's Home System
- Add +2 if the System is Adjacent to or is the NPC's Home System
- Add +1 if a Fleet (as opposed to a single Ship) wants to pass through the System.
- Subtract -2 if the rival is using the movement to attack a rival that is Hostile to both them and the NPC. Failure to initiate the attack is treated as an attack on the NPC granting passage, making the NPC Warlike against the rival.

If a rival wants to pass through multiple Systems, they roll for the System with the worst modifier. If successful, they can pass through all of the requested Systems.

OCCUPYING SYSTEMS

An NPC will not allow a Peaceful rival to Occupy a System in which the NPC has Ships. This prevents the rival from Colonizing, Attempting Hegemony, or Invading Systems that have the NPC's Ships in them.

SPACE BATTLES

If a Peaceful rival Exhausts an extra Command to have an NPC support them in a Space Battle, the NPC will do so if they have Ships in the System being Attacked, but not otherwise. If both the Attacker and Defender are Peaceful rivals, the NPC will side with the Defender.

OFFERING TRADE AGREEMENTS TO NPCS

A player can issue a Exchange Trade Agreement command to propose a Trade Agreement deal to an NPC. The NPC rolls to accept or reject the offer in the same way it would if it took a Trade Agreement action.

If an NPC rejects their offer, a player may not offer them another deal until their next turn.

REVOKE

After exchanging Trade Agreements (or skipping that Action), the NPC rolls to Revoke Trade Agreements with rivals that meet their reasons for revoking. This is not a Command and does not Exhaust any Command tokens.

If one or more of the reasons applies to a rival, the NPC rolls a die for that rival. If the score exceeds the stated level for any of the reasons that apply, the Trade Agreement with that rival is revoked.

If the NPC doesn't have any Exchanged Trade Agreements, they skip this action.

As an example, Agent Sloan is Amicable and is taking a Revoke action. He will Revoke a Trade Agreement with any player who has Ships in a System Adjacent to Earth or any Federation Colony (or actually In Orbit of one of those Systems) on a roll of 3+, and with any player with 3 or more Production Nodes more than the Federation on a roll of 3+. The Ferengi have a Ship In Orbit around Earth, but being Ferengi, that doesn't count as it is benefiting the Federation. The Gorn have a Reaver Fleet beside the Ardana colony, so Sloan rolls a dice. Scoring a 2, he decides to ignore this and not Revoke the Trade Agreement.

USE MINING FLEET

If the Romulan NPC has a Mining Fleet, they will attempt to mine an Undeveloped System or Phenomenon.

To do so, Move it to the nearest suitable Undeveloped System or Phenomenon. If there are none that it can reach, Move it to the nearest suitable Unexplored System instead. Then Exhaust a Command to generate 2 Production.

If there are no Undeveloped Systems that they can reach, they will take an Explore action using the Mining Fleet instead, looking for a System they can mine.

As an example, a Warlike Commander Sela's priority is to use her Mining Fleet. She wants to keep the resources close to home, so looks for an Undeveloped System or Phenomenon near Romulus. Exo III is only two Space Lanes away, so she sends the Mining Fleet there.

WEAPONS

If the NPC meets the criteria and has enough Research tokens, they Research their next level of Weapons. Otherwise, the NPC skips this Action and attempts the next Action.



BECOMING WARLIKE

An Amicable Leader has a series of conditions under which they will flip their card to the Warlike side. When they do so, the player that triggered these conditions becomes their Attacker and will be the focus of their actions until they become Amicable again. When a leader flips to their Warlike side, they start at the top priority of their new Command Phase Priority List.

CHANCELLOR GOWRON
If you lack the courage to fight an uphill battle, then perhaps you should retire to your bed.

Grant Passage on 4+

BUILDING PHASE

1. Specialist Fleet near Weakest Rival
2. Production Node near Kronos
3. Research Node near Kronos
4. Colonize Planet near Peaceful Rival
5. Ascend
6. Culture Node near Kronos

COMMAND PHASE

1. Ignore Government Priority (unless Change Leadership)
2. Weapons if any Rival has better Weapons
3. Trade Agreement if Good 4+, Fair 5+, Poor 6
4. Revoke if Ascending 2+, Wealthy 3+
5. Garrison Kronos or Colony near any Rival
6. Space Battle against nearest Hostile Rival or Independent if not Disadvantaged
7. Invade nearest Hostile or Independent Planet if not Disadvantaged
8. Starbase near Weakest Hostile Rival
9. Research Advancement on 4+
10. Explore from Kronos until 5 Culture

BECOME WARLIKE

- Invasion or Space Battle
- Hegemony Attempt
- Captured a Home System
- Rival Ascending

BECOMING THE NEW ATTACKER

If while an Leader is Warlike, a rival other than their Attacker triggers any of a Leader's conditions to become Warlike, they will become the NPC's Attacker instead of the current Attacker. If multiple rivals trigger the conditions, at the same time, the rival who most exceeds the threshold becomes the NPC's Attacker. In the case of a draw (such as two rivals with the same Ascendancy, the NPC will pick one at random as their Attacker.

Conditions under which an NPC will become Warlike are as follows.

INVASION OR SPACE BATTLE

The NPC immediately becomes Warlike if any rival or the Borg initiates a Space Battle in which the NPC's Ships are Defenders or launches a Planetary Invasion against one of their Colonies. That rival (or the Borg if they attacked) becomes their Attacker.

GORN SPACE BATTLES

If the Gorn initiate a Space Battle against the NPC with just one Ship, they do not trigger the Invasion or Space Battle condition and the NPC remains Amicable.

BORG WITHIN 2 SYSTEMS

The NPC immediately becomes Warlike if there is a Borg Cube or Borg Spire within two Systems of one of their Colonies. The Borg become their Attacker.

CAPTURED A HOME SYSTEM

The NPC immediately becomes Warlike if any rival has Control of a Home System other than their own.

HEGEMONY ATTEMPT

The NPC immediately becomes Warlike if any rival attempts Cultural Hegemony on one of their Colonies.

IN BREEN TERRITORY

The NPC immediately becomes Warlike if a rival has more than 3 Ships or the Borg has a Borg Cube in Breen Territory.

RIVAL ASCENDING

The NPC becomes Warlike in the Building Phase if a rival has 2 more Ascendancy tokens than the NPC has, or they have 4 Ascendancy tokens. If multiple rivals trigger this condition, the one with the highest Ascendancy is the Attacker. If several have the same highest Ascendancy, the NPC will pick one at random as their Attacker.

NPCs never consider the Vulcans as Ascending.

BECOMING AMICABLE

A Warlike Leader has a series of conditions under which they will flip their card to the Amicable side. When a leader flips to their Amicable side, they start at the top priority of their new Command Phase Priority List.

CHANCELLOR GOWRON
If you lack the courage to fight an uphill battle, then perhaps you should retire to your bed.

WARLIKE

Grant Passage on 4+

BUILDING PHASE

1. Marauder Fleet or War Fleet near Attacker
2. Production Node near Kronos
3. Research Node near Kronos
4. Colonize Planet near Attacker
5. Ascend
6. Culture Node near Kronos

COMMAND PHASE

1. Ignore Government Priority (unless Change Leadership)
2. Weapons if any Rival has better Weapons
3. Space Battle against nearest Attacker if not Disadvantaged
4. Invade nearest Attacker's Planet if not Disadvantaged
5. Starbase near Attacker
6. Garrison Colony near any Rival
7. Research Advancement on 5+
8. Trade Agreement if Good 4+, Fair 5+, Poor 6
9. Revoke if Ascending 2+, Better Weapons 2+

BECOME AMICABLE

- Exchange Trade Agreement
- Take Home System

Conditions under which an NPC will become Amicable are as follows.

ASCENDANT

The NPC becomes Amicable at the end of the Building Phase if they have at least 2 more Ascendancy than the Attacker.

EXCHANGE TRADE AGREEMENT

The NPC immediately becomes Amicable when they Exchange Trade Agreements with their Attacker.

EXTERMINATE ATTACKER

The NPC immediately becomes Amicable when their Attacker is Exterminated.

TAKE COLONY

The NPC immediately becomes Amicable when they succeed in taking Control of one of their Attacker's Colonies either through Cultural Hegemony or a Planetary Invasion, or they achieve a Total Annihilation result when attempting a Planetary Invasion of one their Attacker's Colonies.

TAKE HOME SYSTEM

The NPC immediately becomes Amicable when they or another player succeeds in taking Control of their Attacker's Home System either through Cultural Hegemony or a Planetary Invasion, or achieves a Total Annihilation result when attempting a Planetary Invasion of their Attacker's Home System.

TAKE STARBASE

The NPC immediately becomes Amicable when they succeed in taking Control of one of their Attacker's Colonies that has a Starbase either through Cultural Hegemony or a Planetary Invasion, or they gain a Starbase Controlled by their Attacker because they achieved a Total Annihilation result then Colonized the System.

BORG ASSIMILATION

Resistance is futile. You will be Assimilated.

You can add the Borg to your games of *Star Trek: Ascendancy*, introducing a new threat to the Galaxy. Where other civilizations may be open to negotiation, the Borg are single-minded in their assimilation of every civilization they encounter. The Borg are not colonists or explorers. They are solely focused on absorbing other civilizations' technologies.

BORG VICTORY

If, at any point, the Borg have five Spires in play and need to place a sixth, the Borg have defeated the players. The Borg have conquered the Galaxy and all the players have lost. Civilization may survive in small pockets of futile resistance, but the Borg have become too strong to stop.

EXTERMINATION AND ASSIMILATION

When the first player is Exterminated (whether by the Borg or another player), they can take over running the Borg. In terms of the rules, they are no longer a 'player' and rules that reference players do not include them.

The Borg continue to operate as normal, with this player managing their actions and choosing how to break ties rather than choosing randomly.

In the Recharge Phase, the player discards any Collective Priority cards and draws 5 new Collective Priority cards. Then, in any of the Borg turns, the player may elect to play one of the Collective Priority cards they hold instead of taking the next action from the Leader card. This gives them greater control over the Borg actions.

If the Borg win, the player claims the appropriate measure of credit for their success, but still loses the game along with the other players.

"You can't outrun them, you can't destroy them. If you damage them, the essence of what they are remains. They regenerate and keep coming. Eventually you will weaken. Your reserves will be gone. They are relentless!"—Q

The Borg can only be played as a Non-Player Civilization (NPC). Adding them to your games will make the game harder and increase the playing time by about an hour.

Unlike other NPCs, the Borg do not operate like a player Civilization. They do not have the usual Ships, Fleets, Nodes, etc. Instead, they have Borg Cubes and Spires. As such, they do not have a Building Phase and are never Amicable.

TRANSWARP MOVEMENT

The Borg use their transwarp network to connect distant parts of the galaxy. Travel through the network is far faster than any normal means of travel.

The Transwarp Hub is connected to each Transwarp Conduit as if they were both Attached to the same Space Lane of length 1. Ships and Fleets can move between the two Systems as they could along a normal Space Lane.

To move between Transwarp Conduits, you must first move to the Transwarp Hub, then on to the other Transwarp Conduit.



COMPONENTS

Unless you are playing with the Borg, don't use the Borg-specific components:

- 4 Borg Leader Cards
- 28 Collective Priority Cards
- Borg Command Console
- 5 Borg Cubes
- 5 Borg Spires
- 15 Borg Assimilation Nodes
- Transwarp Hub System
- 5 Transwarp Conduit Systems
- 1 Gamma Quadrant Transwarp Conduit Systems
- 20 Borg Exploration Cards
- 20 Borg Tech Cards
- 10 Borg Command Tokens
- 9 Borg Dice

BORG LEADER CARDS

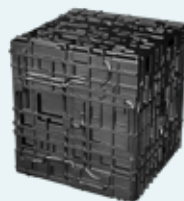
The four Borg Leader cards give the Borg different approaches to assimilating the players' civilizations, depending on which one is currently in charge.

COLLECTIVE PRIORITY CARDS

Although the leaders have their own priorities, the will of the Borg Collective will sometimes override them, adding an element of randomness to the Borg behavior.

BORG COMMAND CONSOLE

The Console tracks the Borg's Weapon levels and the strength of a Borg Cube when it engages in Space Battles or Planetary Invasions.



BORG CUBES

Each of these monolithic monstrosities is capable of defeating whole fleets. A Borg Cube moves like a Ship, but has its own combat rules (such as rolling 9 dice in combat), and can repair itself, even while fighting.

BORG SPIRES

Borg Spires mark Systems under Borg Control. Over the course of the game, Borg Spires will build new Borg Cubes.



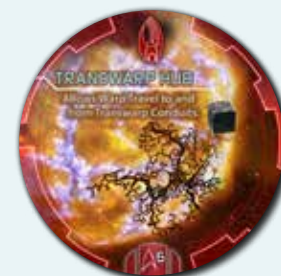
BORG ASSIMILATION NODES

Borg Assimilation Nodes are built around Spires and indicate how close the Spire is to completing a new Borg Cube.



TRANSWARP SYSTEMS

The Borg use Transwarp Conduits to move across the galaxy far faster than other civilizations can. The Transwarp Hub starts in the center of the Game Area.



BORG EXPLORATION CARDS

Borg Exploration cards introduce the possibility of encountering Borg Cubes and discovering Borg Worlds while Exploring new Systems.

BORG TECH CARDS

Players claim Borg Tech Cards when they defeat the Borg in combat. The more Borg technology you acquire, the better you will fare against the Borg.



BORG COMMAND TOKENS

The Borg issue Commands using their own Borg Command tokens. The more Borg Spires they have, the more Commands they can issue.

GAME SETUP

TRANSWARP SYSTEM DISCS

If you want to add the Borg to your game, place the Transwarp Hub System in the center of the Game Area about the same distance from every Home System, and shuffle one Transwarp Conduit into the System Disc Stack for each player or NPC.

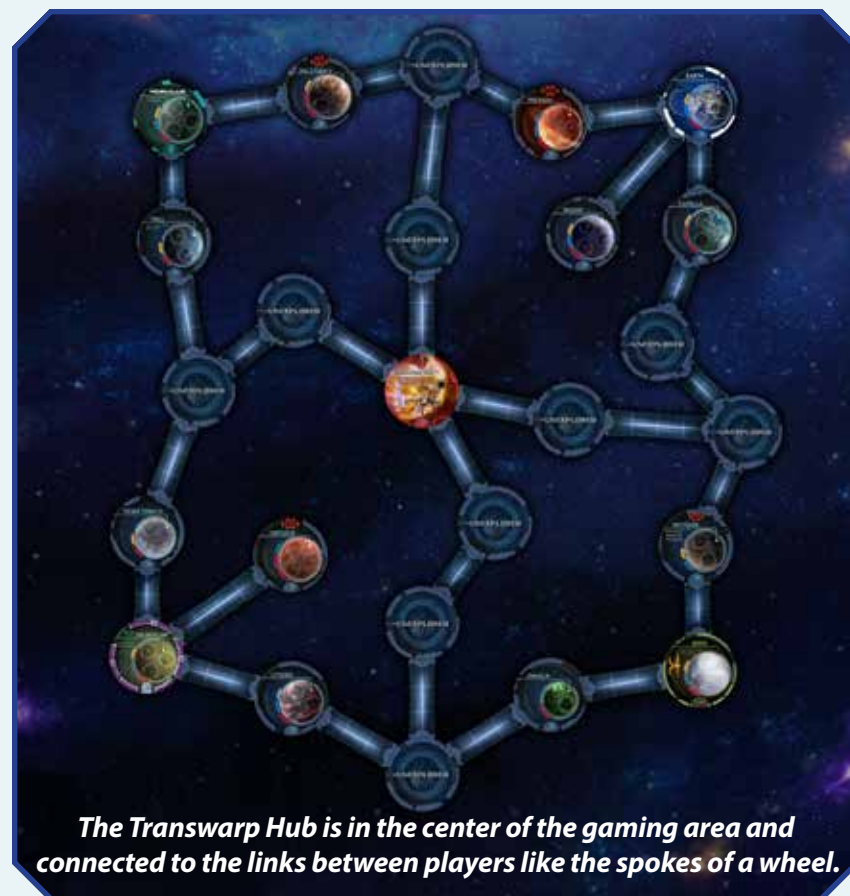
“It’s not safe out here. It’s wondrous, with treasures to satiate desires both subtle and gross. But it’s not for the timid.” –Q

LINK TRANSWARP HUB TO PLAYERS

Once all of the players' Home and Core Systems are linked together, link the Transwarp Hub System to the links between the players.

To do so, select the center-most System between each pair of Home Systems and connect the Transwarp Hub to that System in the same way as you Link Civilizations (see page 11 of the rulebook). The Transwarp Hub should now be connected between each pair of Home Systems with links like the spokes of a wheel.

If there are two Systems that could be considered center-most, pick an Unexplored System over an Explored one, otherwise roll a die to decide which to connect to.



If you are playing with a large number of people on a big table, add Transwarp Conduit Systems spaced 18 inches (45 cm) from the Transwarp Hub along the center of the table. Then you can connect the links between players to either the Transwarp Hub or a Transwarp Conduit, whichever is closer, reducing the number of Unexplored Systems placed at the beginning of the game.

BORG CUBE

Place one Borg Cube on the Transwarp Hub System.

BORG EXPLORATION CARDS

Shuffle the Borg Exploration cards into the Exploration deck.

BORG CONSOLE AND DECKS

Place the Borg Command Console on the table where everyone can see it. Place the shuffled Collective Priority and Borg Tech decks nearby.

BORG LEADER CARDS

Shuffle the Borg Leader cards and turn the top one face up. This will be the Leader for the Borg at the start of the game. Place it with the Borg Command Console.

OPTION: NO BORG

If you do not want to have the Borg in your game, make sure that you have removed the Transwarp Hub and all Transwarp Conduits from the System Disc Stack and all Borg Exploration cards from the Exploration Deck.



Borg Exploration cards are distinguished by the green or red Borg symbol at the top right corner.



OPTION: DISCOVERING THE BORG

Rather than starting the game with the Borg already an active danger, you can have them as a potential threat that may appear as the game progresses.

In this case, do not place the Transwarp Hub on the table at the start of the game. Instead, shuffle it into the System Disc Stack and treat it as any other Phenomenon, except that once it is discovered, it will start generating Borg Cubes.

Until the Transwarp Hub appears or one of the Borg Exploration cards places a Borg Cube, the Borg won't take any actions.

MINOR BORG THREAT

You can also have the Borg in your game at a low level by removing the Transwarp Hub and all Transwarp Conduits from the System Disc Stack and removing the Borg Exploration cards with the red Borg symbol from the Exploration deck. This will result in occasional encounters with the Borg, while reducing the likelihood that they will become a major threat to the survival of the players' civilizations.



OPTION: GAMMA QUADRANT

If you are using the Gamma Quadrant option (see the Optional Rules booklet), instead of placing either the Transwarp Hub System or the Bajor-Ildrun Wormhole in the center of the table, place the top System from the System Disc Stack in the center of the table as an Unexplored System. Then connect it with:

- A single random Space Lane to the Bajoran side of the Bajor-Ildrun Wormhole, with the Ildrun side pointing to the Gamma Quadrant player (or between the Gamma Quadrant players if more than one).
- A random Space Lane to the Transwarp Hub System in the opposite direction.

While playing with the Gamma Quadrant, the Ildrun System on the Bajor-Ildrun Wormhole piece also counts as a Transwarp Conduit.

GAMMA TRANSWARP SYSTEM DISCS

Shuffle the Gamma Quadrant Transwarp Conduit into the Gamma Quadrant System Disc Stack and reduce the number of Transwarp Conduits in the main System Disc Stack by one.

RECHARGE PHASE

In the Recharge Phase, the Borg generate Borg Command tokens as follows:

- 5 tokens, plus
- 1 additional token for each Borg Spire on a Planetary System.

These are used by the Borg in the Command Phase to issue Commands.

BUILDING PHASE

The Borg do not do anything during the Building Phases. All of their actions happen in the Command Phase.

COMMAND PHASE

TURN ORDER

The Borg always take their turns last in the turn order of the Command Phase, just before the player with the Turn Order Marker takes their next turn.

COMMAND PRIORITIES

In the Command Phase, consult the Leader card to see their command priorities. Like any NPC, the Borg start each Command Phase by taking the Action at the top of their current Leader's priority list.

Each turn, they attempt the next Action on their priority list. If they cannot do that Action, they go on to the one after that, and so on until they find an Action they can take.

When they reach the bottom of the list, they start again from the top and repeat again until they run out of Borg Command tokens.

BORG COMMAND TOKENS

The Borg have Borg Command tokens rather than the usual Command tokens. They Exhaust their Borg Command tokens as they take Actions. If they do not have enough Borg Command tokens to take an Action on their priority list, they skip to the next Action instead.

BORG MOVEMENT

Borg Cubes always have a Warp speed of 3. Their Move at Warp Commands only Exhaust 1 Borg Command token.

COLLECTIVE EFFICIENCY

A Borg Cube will never move through a System that already has a Borg Cube in Orbit, and will not consider a route through that System when determining which Cube is nearest to the target.

ALWAYS HOSTILE

Borg Cubes are always Hostile rivals, preventing Ships from entering the same System as them unless the player is initiating a Space Battle.

BRAVING HAZARDS

When moving, Borg Cubes automatically Brave the Hazard when entering Hazardous Systems. Any damage they take can quickly be repaired.

When initiating a Space Battle in a Hazardous System, a Borg Cube does need to Brave the Hazard as it will not have time to repair the damage before the battle commences. To do so, the player to the right of the player fighting the Borg rolls 9 dice as if the Cube was a Fleet of 9 Ships. Any die that would normally destroy a Ship instead reduces the number of dice the Borg have at the start of the Battle by 1.

DANGEROUS SYSTEMS

Some Systems are dangerous to Borg Cubes. An example would be the Electrokinetic Cloud, a Phenomenon that destroys any Borg Cube that ends its movement there.

A Borg Cube will not end its movement in such a System, but may accidentally do so while exploring an Unexplored System.

BORG AND EXPLORATION

If the route to the nearest target passes through an Unexplored System, they end their Movement and Explore the System.

If it is a Planetary System, draw an Exploration card. Unless it is a Warp-Capable Civilization or Remains in Play card, discard the card. If it is a Warp-Capable Civilization, the Borg will Invade it as their next Action.

BORG TARGETING

Each Leader has a preference as to the type of rival whose Home System they will move towards: the most Cultured, Strongest, most Technological, or Wealthiest. If there is a single player or NPC that meets the criteria, the Borg will attempt to target them first. If there is a tie, then each Borg Cube will pick whichever is closest to it.

MOST CULTURED

A player or NPC is the most Cultured if they have the most Culture Nodes.

STRONGEST

A player or NPC is Strongest if they have the most Ships, including those in Fleets. Add 2 Ships for each level of Weapons and Shields they possess.

MOST TECHNOLOGICAL

A player or NPC is the most Technological if they have the most Research Nodes.

WEALTHIEST

A player or NPC is Wealthiest if they have the most Production Nodes.



CHOICE OF TARGET SYSTEM

Having determined the Civilization (or Civilizations) that the Borg is targeting, the next step is usually to determine which Borg Cube to use and which System to target.

To do so, go through each Borg Cube and find the shortest route (the one that passes through the fewest Systems, or in case of a tie, the one with the shortest total Space Lane length) to a valid target System. The Cube with the shortest distance to go will be the Cube that will take the action and it will head towards its target System.

As an example, Agnes Jurati is the current Borg leader. She wants to Invade a Planet belonging to the most technological rival, which is the Gorn Hegemony. One of her Cubes is Adjacent to a Gorn Colony, but its route there is blocked by a Gorn Fleet In Orbit. The next nearest Gorn Colony is three Systems away after diverting around a Phenomenon with a Romulan Ship In Orbit. The second Cube is two Systems away from a Gorn Colony and there are no Ships blocking the way.

The Borg will attempt to launch a Planetary Invasion with the second Cube. This turn, they will issue a Move Command to move the Cube to the target System. In their next turn, they will launch the Invasion.

BLOCKED ROUTES

As Borg Cubes always ignore routes that pass through another Borg Cube, a Cube might find every available route to the target already has a Borg Cube as close as it can be to achieving the Action against the best qualified Civilization.

In that case, if there are additional Borg Cubes whose routes are all blocked by closer Cubes, they will leave the blocking Cubes in place and use one of the blocked Cubes to attempt the Action against the next most preferred target.

As an example, if the Borg's next Action is to move a Cube towards the Home System of the Strongest rival, but there is already a Cube on both routes to that Home System and they can't move any closer because they are blocked by Ships.

Since no Cube can get closer to the Strongest rival's Home System, the Borg's third Cube will move as close as it can get to the next Strongest rival's Home System instead.

COMMAND PHASE ACTIONS

The Borg have different Command Phase Actions from other NPCs. This section describes how each action works. The player who holds the Turn Order Marker resolves the Borg Actions.

BORG CUBE AT TRANSWARP HUB

When the Borg take a *Borg Cube at Transwarp Hub* action, roll a die. If the score is at least equal to the required score, Exhaust a Borg Command and place a Borg Cube on the Transwarp Hub. Otherwise skip this Action and attempt the next one.

If there is already a Borg Cube on the Transwarp Hub, skip this Action.

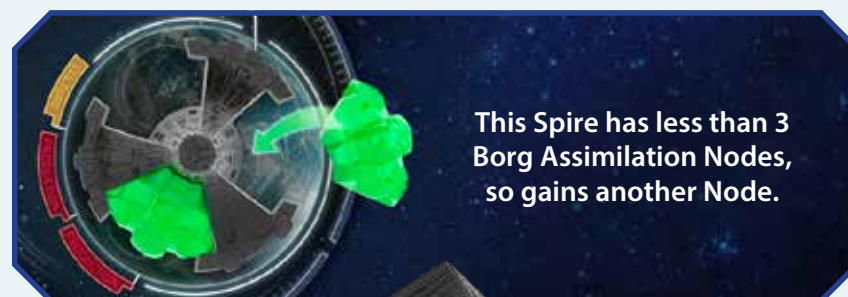


Lore is the current Borg Leader. His next action is *Borg Cube at Transwarp Hub* on 2+. The player with the Turn Order Marker rolls a die scoring a 4. They Exhaust a Borg Command and place a Borg Cube on the Transwarp Hub.

BORG NODE ON ALL SPIRES

When the Borg take a *Borg Node on All Spires* action, roll a die. If the score is at least equal to the required score, Exhaust a Borg Command and place a Borg Assimilation Node on each Borg Spire in play. Otherwise, skip this Action and attempt the next one.

If a Borg Spire already has three Nodes on it and there are fewer than 5 Borg Cubes in play, place a Borg Cube on the top of the Spire instead. If the Spire already has a Borg Cube on top of it, remove all the Borg Assimilation Nodes and place the Cube on the System. They have finished building the Cube and it is now In Orbit of the System.



This Spire has less than 3 Borg Assimilation Nodes, so gains another Node.



After another *Borg Node on All Spires* action adds a third Borg Assimilation Node, the next one adds a Borg Cube to the top of the Spire.



The fifth *Borg Node on All Spires* action finishes building a new Cube. Remove all the Nodes and place the Cube in Orbit of the System.

Next time the Borg take a *Borg Node on All Spires* action, they will add a Node and start building a new Cube.

INVADE PLANET

When the Borg take an *Invade Planet* action, determine the target Civilization, then find the Borg Cube nearest to any of their Planetary Systems that it can reach.

That Cube will Move towards that Planetary System and launch a Planetary Invasion. It will persist in this action across multiple turns until it launches a Planetary Invasion or can no longer reach that System without passing through Hostile Ships or a Borg Cube.



Lore is the current Borg Leader. His next action is to Invade a Planet of the Wealthiest Civilization. The Ferengi have the most Production Nodes, so Lore tries to Invade one of their Colonies. He only has one Borg Cube and it's on Nervala IV.

The nearest Ferengi Colony is Sigma Tama IV, but the Cube can't reach it because there is a Fleet in Orbit. Ferenginar and Dakala are both four systems away (if the Cube uses the Transwarp Conduits to travel via the Transwarp Hub). However, the route to Ferenginar is blocked by a Ship, so Dakala becomes Lore's target.

He issues a Move Command to move the Cube to the Transwarp Conduit beside Dakala. Next turn, he'll issue another Move Command to reach Dakala (assuming the Ferengi don't block his path), then the turn after that, he will Invade Dakala.

MOVE TOWARDS HOME SYSTEM

When the Borg take a Move Towards Home System action, determine the target Civilization, then find the Borg Cube that can get closest to the target Civilization's Home System.

That Cube will Move as close as it can to the Home System. It will persist in this action across multiple turns until it reaches their Home System or further movement is blocked by Hostile Ships.



The Borg Queen is the current Leader of the Borg and she wants to move towards the most Cultured Civilization's Home System. The most Cultured Civilization is currently the Klingons. There are three Borg Cubes in play, and one of them is In Orbit of Kronos, the Klingon homeworld. That Cube blocks access to Kronos to all other Cubes, so she looks elsewhere.

The next most Cultured Civilization is the Breen. The closest Cube is the one on Kronos, but as it is the one blocking the others from Kronos, it cannot move. The other two Cubes are on the far side of the table, but can use a Transwarp Conduit to move to Beta XII-A adjacent to Breen (a Fleet on Breen prevents them moving to Breen itself). Of the other two Cubes, one is four Systems away and the other six. The closer Cube will spend the next two turns moving to Beta XII-A.

SPACE BATTLE

When the Borg take a Space Battle action, they determine the target Civilization and find the Borg Cube nearest to any of their Fleets. If they have no Fleets, then it will find the Borg Cube nearest to the System with the most of the rival's Ships in Orbit.

That Cube will Move until it can Initiate a Space Battle against that Fleet or any Ship or Fleet that comes between them. It will persist in this action across multiple turns until it initiates a Space Battle.



The Borg Queen wants to initiate a Space Battle against the most Cultured Civilization, the Federation. The Borg Cube in Orbit of Exo III is the closest Cube to a Federation Fleet, the Diplomatic Fleet in Orbit of Earth. That Fleet is her target.

The shortest route to the Diplomatic Fleet is blocked by a Ship in The Badlands. The Borg Exhaust one Borg Command to Move to the Badlands and a second to initiate a Space Battle against the unfortunate Ship.

BORG IN COMBAT

Combat against the Borg is conducted as normal, with the exception of the rules in this section.

ALL IN THIS TOGETHER

In a Combat with the Borg, all other Civilizations are on the opposing side. They must direct all of their Attacks at the Borg.

The Borg allocate all of their Attacks against the target player (in their turn) or the player that issued the Space Battle command (in a rival's turn) until all of that player's Ships are Destroyed. After that, they allocate all of their Attacks against the rival with the most Ships remaining in the Battle.

SLOW AND METHODICAL

Rivals always have First Strike against the Borg. This is true regardless of who initiates the combat.

BORG HIT ROLLS

The Borg's Hit Roll for both Borg Cubes and Borg Spires depends on how many Spires they have in play, as shown on the Borg Command Console.

ADVANCED WEAPONRY

Borg Weapons ignore all Shields, unless you have Borg Tech or an Advancement that specifically works against the Borg.



NO RETREAT, NO SURRENDER

Borg Cubes and Spires fight until they win or are Destroyed. They never Retreat from Combat. Likewise, Systems Controlled by rivals never Surrender to a Borg Planetary Invasion. They either win or are assimilated and Destroyed.

BORG ADAPTIVE SHIELDS

The Borg are able to adapt quickly to enemy weapons. Other civilizations are constantly searching for new ways to damage the Borg, coming up with innovative techniques to which the Borg haven't adapted.

- At the start of each Combat, a Borg Cube has a Shields Modifier of 0 while a Borg Spire has a Shields Modifier equal to the number of Assimilation Nodes it has.
- At the end of each Combat Round, the Borg Shields Modifier increases by 1 to a maximum of 4.



If the Borg Shields Modifier is such that a player's Ships only hit on a 7 or higher, that player must Retreat from the Combat.



BORG CUBES IN COMBAT

BORG CUBE ATTACK DICE

Each Borg Cube fights like a Fleet of 9 Ships. It starts every Combat with 9 Attack Dice, regardless of damage it suffered in previous Combats.

DAMAGING BORG CUBES

Each time a Hit is Scored against a Borg Cube, take 1 of its 9 Attack Dice and place it on the Borg Control Console to track how much damage the Cube has sustained. Dice on the Control Console aren't available to Roll to Hit. When it's the Borg's turn to Attack, they roll all their remaining Attack Dice.



DESTROYING BORG CUBES

When all 9 of a Borg Cube's Attack Dice have been placed on the Borg Control Console, the Cube has been destroyed.

All players in the combat draw a Borg Tech Card.



BORG REGENERATION

After Removing Casualties, if the Borg Cube hasn't been destroyed, take a die off the Command Console and add it back to their pool of Attack Dice for each 6 (👉) the Borg rolled. A Borg Cube never has more than 9 Attack Dice.

After the first round of Combat, the Federation no longer has First Strike and the Borg Shields Modifier increases to 1.



The Federation have only 3 Ships left and will need 5 or 6 to Hit. The Borg have regenerated back up to 6 dice and continue to Hit on 4 or higher,



BORG PLANETARY INVASIONS

When the Borg launch a Planetary Invasion, they are not trying to wrest control of the system. Rather, they are trying to peel apart the world, stripping it of all technology. If they win, there will be no survivors.

A Borg Cube starts a Planetary Invasion with 9 Attack Dice. Fortunately, the defenders have First Strike.



If the Borg succeed, they remove all Structures from the System, replacing them with a Borg Spire.

DESTROYING RESOURCE NODES

When a Borg Cube scores Hits in a Planetary Invasion, their preference when Destroying Resource Nodes is to Destroy Culture Nodes first, then Research Nodes, and finally Production Nodes.

If an Exterminated player is controlling the Borg, they may pick which Resource Nodes the Borg Destroy.

NO SURRENDER

The Defenders will never Surrender to the Borg, so all Hits on the Defenders will Destroy Nodes. If there are enough Hits that the System would normally Surrender to the Invasion, it is a Total Annihilation instead.

BORG VICTORY

If a Borg Cube succeeds in a Planetary Invasion, place a Borg Spire on the System to mark it as a Borg world.

From then on, whenever the Borg take a *Borg Node on All Spires* action, they add a Borg Assimilation Node to the Spire. Once a Spire has 3 Borg Assimilation Nodes, the next *Borg Node on All Spires* action will build a new Borg Cube if they have 4 or fewer Cubes in play (if they already have 5 Cubes in play, the Borg win, see page 24).

ASSIMILATING STARBASES

Starbases are the pinnacle of technological sophistication, full of exactly the sort of technology the Borg are seeking.

When the Borg place a Borg Spire on a System with a Starbase, remove the Starbase from the game (so cannot be rebuilt) and add a Borg Assimilation Node to every Borg Spire in play.



RECLAIMING BORG WORLDS

Borg worlds can be Invaded to eradicate the Borg presence.

NEGOTIATION IS IRRELEVANT

Rivals cannot use Cultural Hegemony against a System with a Borg Spire. The only way to reclaim it is to launch a Planetary Invasion.

Any player, including the Federation, may Invade a System with a Borg Spire, regardless of special rules preventing them from making a Planetary Invasion.

NUMBER OF ATTACK DICE

The Borg roll 1 die for the Borg Spire plus an additional die for each Borg Assimilation Node, and 1 more if there is a Borg Cube atop the Borg Spire.



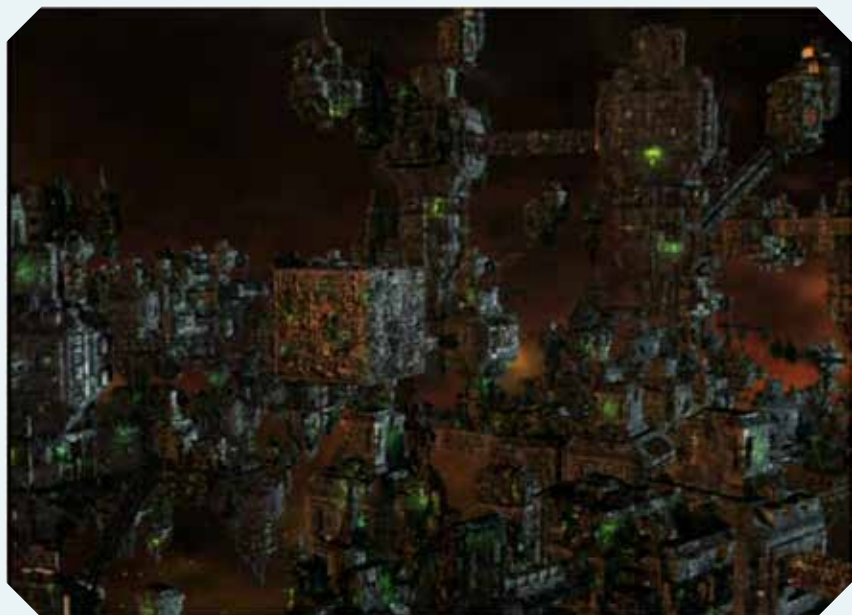
ALL OR NOTHING

A System with a Borg Spire is able to shrug off all but the most devastating damage.

If your Attack scores at least 1 Hit for each Borg Spire, Borg Assimilation Node, and Borg Cube on the System in the same Combat Round, remove all Borg components from the System and all players in the combat draw a Borg Tech Card.

If your Attack scores fewer Hits, it has no effect and nothing is Destroyed. That means, if you have fewer Ships than there are Borg structures, you won't be able to reclaim the Borg world.

If you are successful, do not place a Control Node on the System. The planet has been too heavily damaged by the Borg and must be Colonized anew.



SPECIAL RULES AND BORG

Advancements and other special rules that affect rival Ships affect the Borg slightly differently.

CAPTURING SHIPS

A special rule that allows a Civilization to Capture Ships has no effect against the Borg.

DESTROYING SHIPS

A special rule that Destroys a rival Ship (such as the Klingon Cult of Kahless) removes 1 Borg Attack Dice and places it on the Borg Command Console in the same way a normal Hit does.

A special rule (such as Romulan Cloaked Orbital Mines) that cause a rival to roll a die for each of their Ships cause the Borg to roll all of their Attack Dice and place any die that rolls a result that would destroy a Ship on their Command Console.

Special rules that are triggered by Destroying rival Ships (such as a Klingon Marauder Fleet) are triggered in the same way counting the number of dice they caused the Borg to place on their Command Console rather than the number of Ships Destroyed.

FERENGI: COMMERCE AUTHORITY

The Ferengi still gain Production for having Ships in Orbit of a Borg world—where there is profit, there are Ferengi!

KLINGON: EVER VICTORIOUS

The Klingons get a bonus Culture token for defeating a Borg Cube.



BORG TECH

Borg Tech cards represent a variety of different data and technology that may be gained by defeating the Borg. They give players new ways to combat the Borg and defenses against them.

Players draw a Borg Tech card when they destroy a Borg Cube or successfully Invade a Borg System (see pages 33 and 35)



RESEARCHING BORG TECH

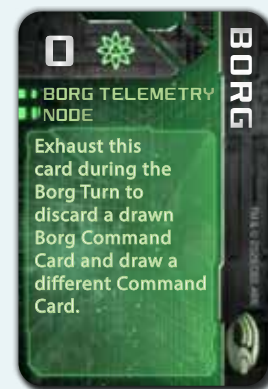
Borg Tech cards are Researched in the same as Advancement cards, except that they are always available to the player to Research. When they issue a Research Advancement command, a player may either draw from their Advancement deck or pick any of the Borg Tech cards they hold to Research.

ZERO RESEARCH COST

Borg Tech cards with a Research cost of 0 do not need to be Researched. Place them directly in your Advancement Area making them available for immediate use.

DISCARDING BORG TECH

Some Borg Tech Cards require a player to discard the card to use the ability. When you discard a Borg Tech card, place it on the bottom of the Borg Tech deck.



NOT AN ADVANCEMENT DECK

Advancements that allow you to draw from a rival's Advancement deck do not allow you to draw from the Borg Tech deck.